

# CAPCOM

## A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting JOJO'S BIZARRE ADVENTURE for your PlayStation® game console. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.

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JOJO'S  
BIZARRE  
ADVENTURE

## DIO'S REVENGE

At the end of the 19th century, on a country estate in England, the nobleman Sir Jester lived with his unlikely ward, a boy named Dio. Sir Jester had been Dio's guardian ever since. Dio's father had saved Jester's life – and sacrificed his own – under mysterious circumstances.

Dio should have been grateful, but he had not inherited his father's selfless character. Instead, he plotted to take possession of Sir Jester's fortune.

Disguising himself with a strangely powerful mask, Dio became an immortal monster. He waged war on Sir Jester, but was repeatedly driven off by the nobleman's true son, Jonathan.

After a series of long, vicious battles, Dio was defeated and imprisoned deep under the ocean.

One hundred years have passed ...

A bizarre iron coffin is discovered near the Canary Islands in the Atlantic Ocean ...

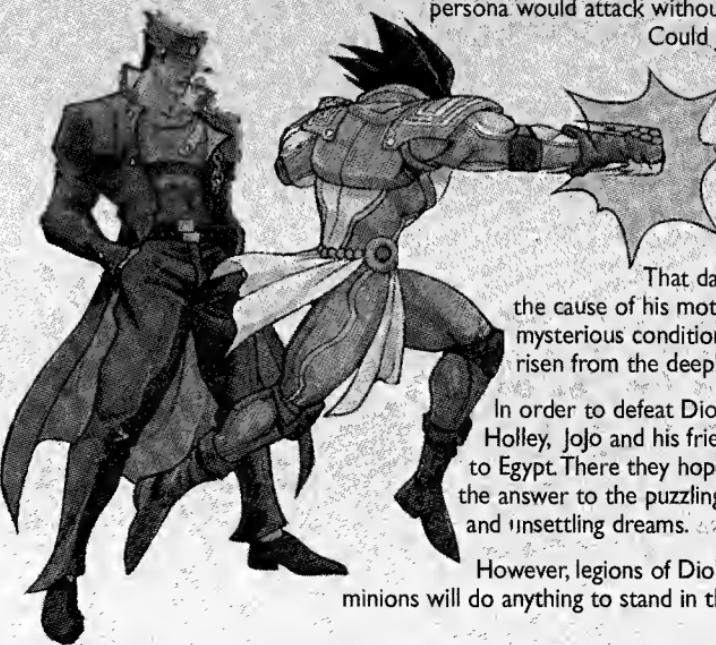


In Japan, Jotaro Kujo, known to his friends as JoJo, awakens one morning feeling very weird. Something strange happened to him during the night. During his restless dreams, JoJo felt as if another being were taking over his psyche!

Recently, JoJo's mother, Holley, had fallen seriously ill. It was learned that she had been overcome by "the Stand."

This overpowering, mysterious, psychic inner persona would attack without warning.

Could JoJo also be affected by the Stand?



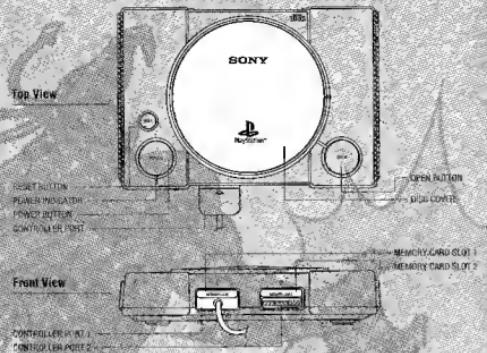
That day, JoJo learns the cause of his mother's mysterious condition – Dio has risen from the deep!

In order to defeat Dio and save Holley, JoJo and his friends head to Egypt. There they hope to discover the answer to the puzzling illness and unsettling dreams.

However, legions of Dio's savage minions will do anything to stand in their way ...

## SETTING UP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **JoJo's BIZARRE ADVENTURE** disc and close the Disc Cover. Insert one or two game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



## MEMORY CARDS

To save game settings and results, and continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console BEFORE starting play.

**Note:** If you don't have a Memory Card, the game will allow you to play without saving game settings and results.

**JoJo's BIZARRE ADVENTURE** is a 1-to-2 player game. To play with 2 players, connect two controllers before turning the PlayStation game console ON.

## CONTROLS (DEFAULT)

### L2 Button (□ + O)

- Safe fall

### L1 Button (△ + O)

- Safe fall

### R2 Button (□ + Δ)

- Safe fall

### R1 Button (□ + Δ + O)

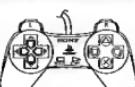
- Backlash / Advancing block

### Directional Buttons

- Highlight selections on screens and menus
- During play, move your character\*

- ↑ Vertical jump
- ↗ Diagonal forward jump
- Move forward
- ↘ Crouch
- ↓ Crouch
- ↖ Crouching block
- ↖ Move backward / standing block
- ↙ Diagonal backward jump

\* When your character is facing right. If your character is facing left, reverse the left/right controls.



The controls on this page are also used for digital controllers.

### △ – Cancel selection

### – Medium attack

### O – Heavy attack

### □ – Light attack

### X – Confirm selection

### – Turn Stand Mode

### ON/OFF during combat

### START Button

- Start game / Bypass demo
- Pause / Unpause
- Join-in for Player 2

### SELECT Button

- Taunt opponent

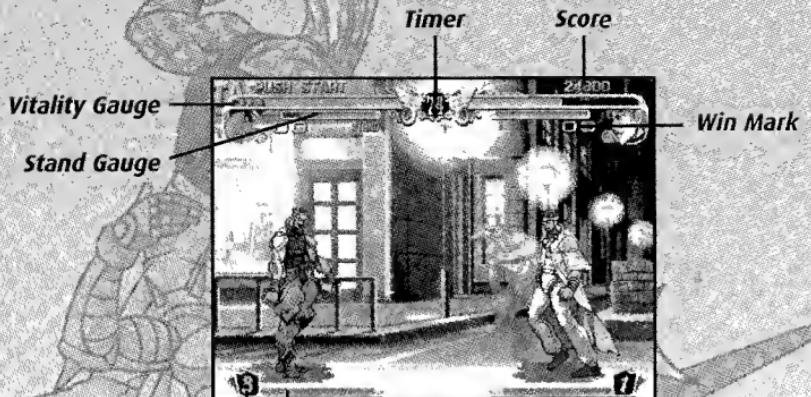
### Notes:

- These are the default button assignments. To change them, use the Key Config option in Option mode (see page 9).
- The Left and Right Analog Sticks are not used in this game.
- Turn DUALSHOCK™ analog controller vibration function ON/OFF in Option Mode (see page 9).

### Soft Reset During Gameplay:

- Press START to display the Pause menu, select MODE MENU, then select YES to exit to the Mode Menu screen.
- Hold down SELECT and press START to exit back to the title screen.

## COMBAT SCREEN

**Timer**

Match time countdown.

**Score**

Character's current score.

**Vitality Gauge**

Character's remaining vitality.

**Stand Gauge**Character's remaining Stand vitality.  
(Not all characters have a Stand Gauge.)**Win Mark**

How many rounds a character has won.

**Super Combo Gauge**Color bar builds up as a character attacks or blocks.  
When it's full, the character can use special moves  
such as Super Combo.**Super Combo Level**This level (1, 2 or 3) allows a character to perform Super  
Combos (see page 13).

## COMBAT RULES

### Match Length

A match is three rounds (default). Each round lasts for 99 seconds (default) or until one fighter completely loses vitality. You can change the number of rounds per match and/or turn match time ON/OFF in Option Mode (see page 9).

### Winning

The first character to win two out of three rounds (default) wins the match. If time runs out, the character with more vitality remaining is the winner. With time limit OFF, the match lasts until one fighter wins by draining the opponent's vitality.

### Draw Game

A draw game occurs when both fighters run out of vitality at the same time (double K.O.) or when both fighters have the same amount of vitality left when time is up.

## STARTING A GAME

Press the START button at the title screen and you'll be asked if you want to load game data.

- If you select YES, the Load screen will appear. Select the game data you want and press the X button.
- If you select NO, the Mode Menu will appear. Select a game mode to start a new game.

## GAME MODES

These modes are available when a new game starts:

### SP Story

1 Player. Play through the original comic book story. See page 10 for more details.



### Arcade

1 or 2 Player(s). Play the original arcade version of the game.

### VS Mode

2 Player head-to-head competition. To play, insert two controllers into the PlayStation game console before turning the power ON.

### Training

Practice your moves and combos. Choose your character and sparring partner. During training, press the START button to open the Training Menu. On this menu you can turn the ATTACK and COMBO data displays ON/OFF and set the DAMAGE level from 1 to 4. You can also adjust these options:

**Action** Choose your sparring partner's stance: NORMAL, CROUCH, JUMP or MANUAL.

**Guard** Choose your sparring partner's blocking ability: AUTO GUARD, NO GUARD or ALL GUARD.

**Stand** Turn your sparring partner's Stand Mode ON/OFF.

## OPTION MODE

Choose an item with the Directional buttons ↑↓ and adjust it by pressing the □ or X button.

### Game Option

Adjust these settings.

### Difficulty

Adjust the difficulty level in Arcade Mode.

### Time

Select the time limit per round: 30, 60 or 99 seconds, or (no time limit). When this is selected, a round continues until one fighter K.O.'s the other.

### Rounds

Set the number of rounds in a match for IP and VS Mode games. Adjust the level of damage inflicted by attacks.

### Damage

Set the initial level of the Super Combo Gauge.

### Gauge

Adjust the Character Select screen and game demos for faster loading time.

### Shortcut

Choose STEREO or MONO depending on your speakers.

### Sound

Adjust the volume of game music or sound effects.

### Music/SE Vol

Reset all options to their original status.

### Default

Reset the controller button assignments and set the DUALSHOCK™ analog controller vibration function ON/OFF.

### Key Config

Adjust the game screen positioning on your TV.

### Display Adjust

Save game data, including scores, option settings and Super Story Mode data, using a Memory Card in Memory Card Slot 1.

### Save

Load previously saved data from a Memory Card.

### Load

**Note:** This game requires 1 free block of memory to save game data. Do not remove a Memory Card while saving or loading.

### Exit

Exit back to the Mode Menu.



# SUPER STORY MODE

## OBJECTIVE

Join Jojo's adventures in Egypt to defeat the evil Dio, as played out in the original comic *Jojo's Bizarre Adventure*. You must fight, dodge dangers and complete numerous mini-games to finish this exciting, perilous trip.

## STARTING THE GAME

Choose SP STORY from the Mode Menu. If you load previously saved game data, you can play on from the point where you saved. Choose from these options:

**Journey** Play on from the stage you previously saved.

**Results** Check out your performance records from previous stages.

## STAGE COMPLETE SCREEN

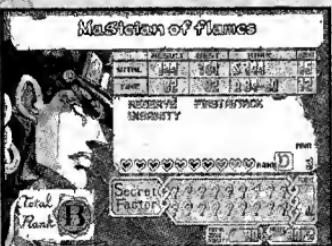
After completing each stage, you'll be awarded Jojo Ability Points depending on your performance in several areas:

**Normal Bonus** Your performance is evaluated from best (S) to worst (E). Ranks are: S, A, B, C, D, E.

**Special Bonus** Awarded for certain skillful moves during a match. (Fighting stages only.)

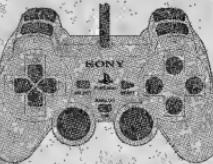
**Secret Factor** Reproduce a scene from the original comic to unlock a Secret Factor and get tons of Jojo Ability Points.

**Total Rank** A total ranking from best (S) to worst (E), based on Normal Bonus, Special Bonus and Secret Factor points.



# SPECIAL ATTACKS

In the moves below, the Directional button presses refer to fighters facing right. Reverse the left/right presses for fighters facing left.



### Default Controls

- △ – Medium Attack
- – Heavy Attack
- – Light Attack

#### Block, Air Block

→ or ← away from opponent

Foil opponents' attacks when standing or crouching on the ground. You can also block in the air. Match your block to the opponent's attack.

#### Backlash

Press 3 attack buttons simultaneously (or press R1)

Move toward your opponent for a certain distance. If you perform this move near an opponent, you can hit the enemy's back. This move is only available when Stand is OFF (see page 12).

#### Safe Fall

Press 2 attack buttons simultaneously while falling (or press L1, L2 or R2)

When knocked up in the air, you can fall safely by performing this move. Change the direction of your fall with the Directional buttons.

#### Throw

→ or ← toward opponent + Heavy Attack button near opponent

#### Advancing Block

Press 3 attack buttons simultaneously while blocking Push back your opponent.

#### Guard Cancel

↓↘↗ + Attack button the moment you block Counterattack.

## STAND SYSTEM

Each character has two fighting modes: Normal (with Stand OFF) and Stand (with Stand ON). Turn Stand ON/OFF by pressing the X button during combat.

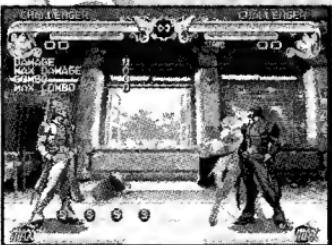
### NORMAL MODE (STAND OFF)

- You can control your character while your character's Stand is performing a special move.
- All characters can perform a Backlash move.
- You can allow your Stand Gauge to recover. (Switch to Normal Mode when your Stand Gauge gets low in Stand Mode, below.)



### STAND MODE (STAND ON)

- You can perform a chain combo by pressing the Light, Medium and Heavy Attack buttons in order.
- Your attacks do more damage.
- You can use your character's special ability, such as Double Jump.
- Only Joseph can perform a Backlash move.
- As you block or get attacked, your Stand Gauge will decrease. If the Stand Gauge runs out, your Stand will disappear and your block will be broken. Switch to Normal Mode (above) to allow your Stand Gauge to recover.



## SUPER COMBOS

As you attack or block, the Super Combo Gauge builds up. When the gauge is full, you can perform special moves such as Tandem Attack. Certain Super Combos require more than one level of the Super Combo Gauge. (See pages 15-23 for the Super Combo commands for each character.)

### Tandem Attack

**↓↙← + X button**

This move requires Level 1 of the Super Combo Gauge. There are three types of Tandem attacks, Program, Real Time and No Tandem, depending on the character.

### Program Attack

After inputting the Tandem Attack command, program (input in advance) your Stand's attacks. After a while or when you release the X button, your Stand will begin the attack sequence. During this performance, your character can also move and attack simultaneously.

### Real Time Attack

After you input the Tandem Attack command, your character can move super fast. During this performance, you can link attacks that do not normally link.

### No Tandem Attack

Pet Shop, Mahrahip, Black Polnareff and Shadow Dio cannot use the Tandem Attack.

# CHARACTERS

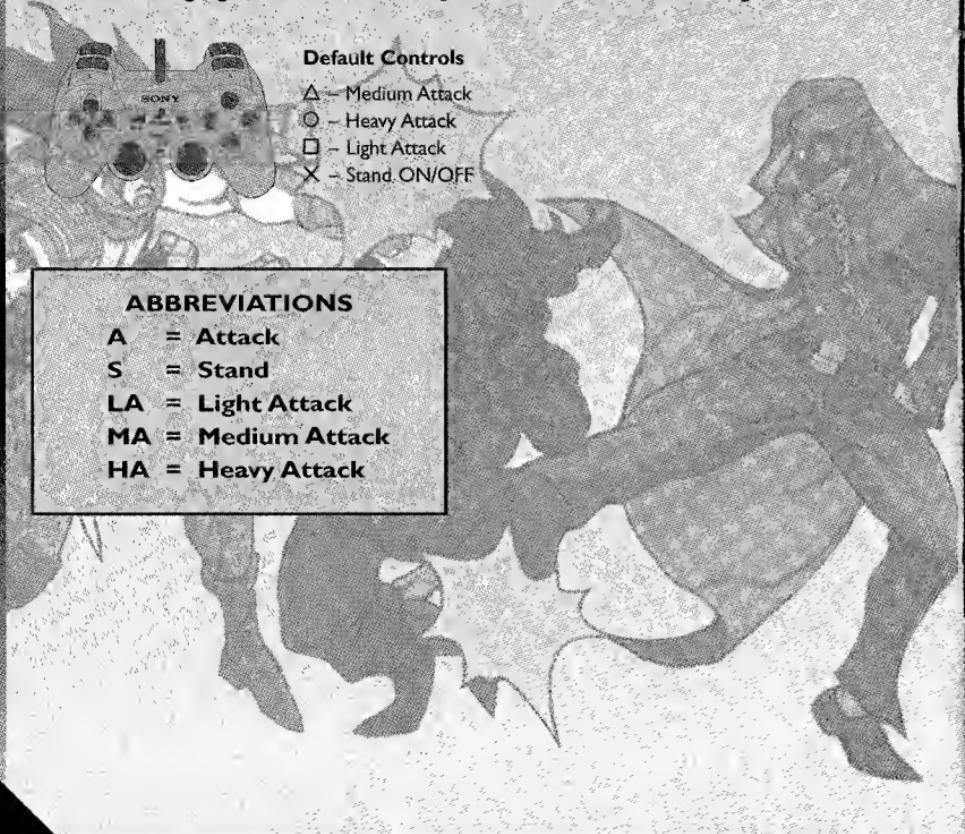
This section shows the Special Moves and Super Combos for the 18 fighters selectable when you start the game. For each warrior, the Directional button moves are for character's facing right. Reverse the left/right moves for characters facing left.

## Default Controls

- △ - Medium Attack
- - Heavy Attack
- - Light Attack
- × - Stand, ON/OFF

## ABBREVIATIONS

- A** = Attack
- S** = Stand
- LA** = Light Attack
- MA** = Medium Attack
- HA** = Heavy Attack



# JOTARO

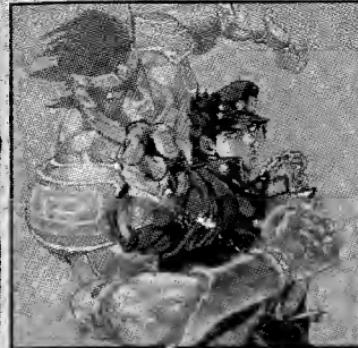
Stand: **STAR PLATINUM**

## SPECIAL MOVES

Blazing Fists	↓↘↗ + A
Blazing Strike	↓↖↗ + A
Star Finger	↗↓↙ + A

## SUPER COMBOS

Jaguar Varied Assault	↓↘↗ + AA
Star Breaker	↓↖↗ + AA
Star Platinum The W.H.I. (Level 3 gauge)	↗↑ A LA → S



# KAKYOIN

Stand: **HIEROPHANT GREEN**

## SPECIAL MOVES

Emerald Splash	↓↘↗ + A
Mystic Cloak	←→↓↖↗ + A
Mystic Trap	↓↖↗ + A
Remote Control	→ + AA (Stand Mode)

## SUPER COMBOS

Super Emerald Splash	↓↘↗ + AA
Indy's Arm	↓↖↗ + AA
Punishment Time	LA LA → MA HA (Stand Mode)

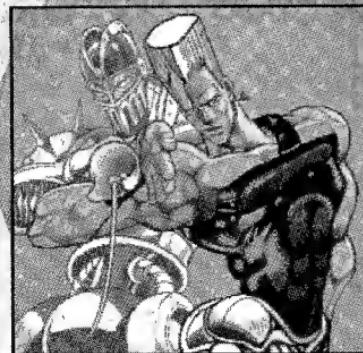


**AVDOL**Stand: **MAGICIAN'S RED****SPECIAL MOVES**

Crossfire Hurricane	$\downarrow\uparrow\rightarrow + A$
Fire Wall	$\rightarrow\downarrow\uparrow + A$
Flame Sensor	$\downarrow\leftarrow\leftarrow + A$
Fire Eagle	$\rightarrow\downarrow\uparrow + A$ (in air)
Hell Fire	$\rightarrow\downarrow\downarrow\leftarrow\leftarrow + A$
Remote Control	$\rightarrow + AA$ (Stand Mode)

**SUPER COMBOS**

Napalm Bomb	$\downarrow\uparrow\rightarrow + AA$
Cross Fire Hurricane Special	$\downarrow\leftarrow\leftarrow + AA$

**POLNAREFF**Stand: **SILVER CHARIOT****SPECIAL MOVES**

Million Pricks	A (press rapidly)
Ray Dart	$\leftarrow$ (hold) $\rightarrow + A$
Shooting Star	$\downarrow$ (hold) $\uparrow + A$
Needle Pierce	$\downarrow\leftarrow\leftarrow + A$ (Stand Mode)
Remote Control	$\rightarrow + AA$ (Stand Mode)

**SUPER COMBOS**

Armor Takeoff	$\downarrow\uparrow\rightarrow + AA$
Last Shot	$\downarrow\leftarrow\leftarrow + AA$

**JOSEPH**Stand: **HERMIT PURPLE****SPECIAL MOVES**

Yellow Overdrive	$\rightarrow\downarrow\uparrow + A$
Hermit Beat	360° turn + A
Tactician's Trick	$\downarrow\leftarrow\leftarrow + A$
Blue Overdrive	$\downarrow\uparrow\rightarrow + A$ (Normal Mode)
Hermit Web	$\downarrow\uparrow\rightarrow + A$ (Stand Mode)

**SUPER COMBOS**

Master's Teaching	$\downarrow\uparrow\rightarrow + AA$
Super Overdrive	360° turn x 2 + A

**IGGI**Stand: **THE FOOL****SPECIAL MOVES**

Sand Crash	$\leftarrow$ (hold) $\rightarrow + A$
Sand Attack	$\downarrow$ (hold) $\uparrow + A$
Sand Clutch	$\rightarrow\downarrow\leftarrow\leftarrow + A$
Sand Magic	$\rightarrow\downarrow\uparrow$ or $\leftarrow\downarrow\leftarrow + A$
Fly	$\uparrow$ (in air) (Stand Mode)

**SUPER COMBOS**

Big Sand Wave	$\downarrow\uparrow\rightarrow + AA$
Sand Storm	LA LA $\rightarrow$ MA HA

**PETSHOP**Stand: **HORUS****SPECIAL MOVES**

Ice Bullets	$\downarrow\uparrow\rightarrow + A$
Icicle Pick	A (hold and release)
Ice Lance	$\downarrow\downarrow\leftarrow + A$
Kill Freeze	S
Death Freeze	$\downarrow + S$
Frost Missiles	$\leftarrow\leftarrow\downarrow\rightarrow + S$

**SUPER COMBOS**

Giga Frost Missiles	$\downarrow\uparrow\rightarrow + AA$
Death Penalty	$\downarrow\downarrow\leftarrow + AA$
Terminal Lockon	LA LA $\rightarrow$ MA HA

**MAHRAHIA**Stand: **BAST****SPECIAL MOVES**

Collection	$\downarrow\uparrow\rightarrow + A$
Enrapture	$\downarrow\downarrow\leftarrow + A$
Electric Burn	$\rightarrow\downarrow\uparrow + A$
Magnet of Bast	S

**SUPER COMBOS**

Iron Crush	$\downarrow\downarrow\leftarrow + AA$
What Are You Thinking?	$\downarrow\uparrow\rightarrow + AA$

**HOL HORSE**Stand: **EMPEROR****SPECIAL MOVES**

Gun Shot	$\downarrow\uparrow\rightarrow + A$
Mr. J Guile	$\rightarrow\downarrow\uparrow + A$
Hanged Man	$\downarrow\downarrow\leftarrow + A$
Emperor	S

**SUPER COMBOS**

Rapid Fire	$\downarrow\uparrow\rightarrow + AA$
Strongest Combination	$\downarrow\downarrow\leftarrow + AA$
Trace of Bullets	$\leftarrow\downarrow\leftarrow + AA$

**BLACK POLNAREFF**Stand: **ANUBIS****SPECIAL MOVES**

Learning	$\downarrow\downarrow\leftarrow + A$
Double Sword	$\rightarrow\downarrow\uparrow + A$
Demon Slash	$\downarrow\uparrow\rightarrow + A$
Chariot Spirit	$\downarrow\uparrow\rightarrow + S$

**SUPER COMBOS**

Madness Blade	$\downarrow\uparrow\rightarrow + AA$
Invincible Slash	$\downarrow\downarrow\leftarrow + AA$



**D'BO**Stand: **EBONY DEVIL****SPECIAL MOVES**

Piranha Dive	$\downarrow\uparrow\rightarrow + A$
Propeller Cutter	$\downarrow\downarrow + A$
Hopping Hunter	$\downarrow\leftarrow\leftarrow + A$

**SUPER COMBOS**

Junky Carnival	$\downarrow\uparrow\rightarrow + AA$
Barrel Roll Crusher	$\downarrow\leftarrow\leftarrow + AA$

**ALESSY**Stand: **SETHAN****SPECIAL MOVES**

Beehive	$\leftarrow\downarrow\downarrow\rightarrow + A$ (S to cancel)
Retribution	$\rightarrow\downarrow\downarrow\leftarrow + A$
Shadow Axe	AA (hold & release Stand Mode)

**SUPER COMBOS**

Despair	$\downarrow\uparrow\rightarrow + AA$
Ush Ush Ush	$\downarrow\leftarrow\leftarrow + AA$ (rapidly)

**MIDLER**Stand: **HIGH PRIESTESS****SPECIAL MOVES**

Harpoon Shot	$\downarrow\uparrow\rightarrow + A$
Motor Head	$\downarrow\leftarrow\leftarrow + A$

**SUPER COMBOS**

Mega Harpoon Strike	$\downarrow\uparrow\rightarrow + AA$
Motor Show	$\downarrow\leftarrow\leftarrow + AA$
Dinner Time	$\rightarrow\downarrow\uparrow + AA$

**CHACA**Stand: **ANUBIS****SPECIAL MOVES**

Learning	$\downarrow\leftarrow\leftarrow + A$ (Stand Mode)
Demon Blade	$\downarrow\uparrow\rightarrow + A$ (Stand Mode)
Swallow Counter	$\rightarrow\downarrow\uparrow + A$ (Stand Mode)

**SUPER COMBOS**

Dimension Slash	$\downarrow\uparrow\rightarrow + AA$ (Normal Mode)
Bloody Slash	$\downarrow\uparrow\rightarrow + AA$ (Stand Mode)

**DIO**Stand: **THE WORLD****SPECIAL MOVES**

Muda Muda	$\downarrow\uparrow\rightarrow + A$
Mudah!	$\downarrow\leftarrow\leftarrow + A$
Stingy Eyes	$\rightarrow + HA + MA + LA + \rightarrow$
The World	$\rightarrow\downarrow\uparrow + A$ (Normal Mode)
Die	$\rightarrow\downarrow\uparrow + A$ (Stand Mode)

**SUPER COMBOS**

Checkmate	$\downarrow\uparrow\rightarrow + AA$
Road Roller	$\downarrow\leftarrow\leftarrow + AA$ (Normal Mode)
Stop Time	$\rightarrow + HA + LA + \rightarrow + S$ (Level 3 Gauge)

**ICED**Stand: **CREAM****SPECIAL MOVES**

Dark Space	$\downarrow\uparrow\rightarrow + A$
Spill	$\leftarrow\downarrow\leftarrow + A$ (Stand Mode)
Cream	$\downarrow\leftarrow\leftarrow + A$
Blow Away	$\downarrow$ (hold) $\uparrow + A$ (Stand Mode)

**SUPER COMBOS**

Eat This	$\downarrow\uparrow\rightarrow + AA$
Madness Throw	$\downarrow\leftarrow\leftarrow + AA$ (Level 2 Gauge)
Circle Locus	$\rightarrow\downarrow\uparrow + AA$ (Stand Mode)

**SHADOW DIO**Stand: **THE WORLD****SPECIAL MOVES**

Throw Knives	$\leftarrow\downarrow\downarrow\rightarrow + A$
Stingy Eyes	$\rightarrow\downarrow\downarrow\leftarrow + A$
Glimpse of Fear	$\leftarrow\downarrow\downarrow + A$
Shadow Dodge	$\rightarrow\downarrow\uparrow + A$
World 2!	$\leftarrow\downarrow\downarrow\uparrow + S$

**SUPER COMBOS**

Punishment	$\downarrow\uparrow\rightarrow + AA$
Charisma	$\downarrow\leftarrow\leftarrow + AA$ (Level 2 Gauge)
Stop Time	$LA + \rightarrow + HA + \leftarrow + S$ (Level 2 Gauge)

**JOJO****SPECIAL MOVES**

Stand Coke	$\rightarrow\downarrow\uparrow + A$
Stand Cutter	$\downarrow\uparrow\rightarrow + A$
Iron Bogan	$\rightarrow\downarrow\downarrow\leftarrow + A$
Cracker Boomerang	$\downarrow\leftarrow\leftarrow + S$
Cracker Volley	$\downarrow\uparrow\rightarrow + S$ then $S$

**SUPER COMBOS**

Unforgettable Memory	$\downarrow\uparrow\rightarrow + AA$
Red Stone of Eija	$\downarrow\leftarrow\leftarrow + AA$